More controls on page 4

IF YOU...	YOU GET...
KILL AN ENEMY	$300
KILL ALL ENEMIES	$3000 (HOSTAGE-RESCUE) $3250 (DEMOLITION)
Counter-terrorist only	
CONTACT A HOSTAGE	$150
RESCUE A HOSTAGE	$1000
RESCUE ALL HOSTAGES	$2500
DEFUSE A BOMB	$3250
Terrorist only	
STOP HOSTAGE RESCUE	$2000
DETONATE A BOMB	$3500

MATURE 17+
CONTENT RATED BY ESRB

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XBOX LIVE ONLINE ENABLED

COUNTER-STRIKE™

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Your Mission

Welcome.

The global arena is rife with conflict. Underground terrorist organizations willing to risk their lives for political change are at war with national and international peacekeeping organizations in dozens of hot spots around the world.

Choose to defend the innocent as a counter-terrorist or wreak havoc as a terrorist. Read on to get the knowledge you need to be effective in the field.

Get ready to move out. Your team needs you.

Lock and Load

First, identify yourself. Create a player profile. Once you create a profile, you can access the Main Menu.

From the Main Menu, choose Training to learn how to play *Counter-Strike*™. Play a single-player game of *Counter-Strike* with computer-controlled players (bots), or play a multiplayer game of *Counter-Strike* with your friends over Xbox *Live*™ or System Link. Choose options to adjust your controller scheme, audio, and online settings. You can also select a different player profile or create a new one.

Counter-Strike automatically signs in to Xbox *Live* with your last gamertag (account name) at the game's start. Turn auto sign-in on or off from the Xbox Dashboard. To use auto sign-in, your account must not have a pass code.

Training

Training familiarizes you with being a terrorist or counter-terrorist, including tutorials on weapons purchase, hostage rescue, and bomb placement and defusing. Some additional tips follow.

Crouch Jump

Press Ⓐ to jump. While in the air, hold the left trigger to crouch. This move lets you reach certain ledges not otherwise accessible.

Weapon Cycling

Pressing Ⓨ cycles among your primary and secondary weapons and knife. If you have purchased grenades, cycle through them by pressing ●.

Alternate Fire

Some weapons have special features, such as a silencer, scope, or burst-fire mode. To trigger these alternate fire functions, press the Ⓑ button.

Weapon Dropping and Swapping

Killed players drop their weapons. To swap your weapon for one on the ground, look at the weapon while standing over it and press Ⓧ. To drop your current weapon, press ●.

Radio Commands

Radio your teammates basic commands, such as orders to back you up or hold position, using the D-pad. If you are playing with bots, they acknowledge your commands and follow them if they can.

Controls

Default controls are shown. To modify, select Options from the Main Menu, select Control Options, and then press Ⓨ.

HUD

Your heads-up display (HUD) is your primary means of keeping abreast of combat.

Radar dots show the positions of teammates and objectives; T-shapes signify teammates who are higher or lower than you.

Weapon selection bar shows the weapon chosen when you switch weapons.

Reticle represents your point of aim and your accuracy; the larger the reticle, the larger your spray of bullets.

Rescue icon

Bomb-defuse kit icon

Bomb icon

Shopping basket icon

Rescue icon appears in a hostage-rescue zone, where counter-terrorists bring hostages for rescue.

Bomb-defuse kit icon appears when you carry a bomb-defuse kit.

Bomb icon appears when you carry the bomb and blinks when you can plant the bomb.

Shopping basket icon appears in a buy zone, where you can purchase weapons and equipment.

Money buys weapons and equipment (see page 9).

Health and armor meters track your vitals. Once your health hits zero, you're dead. Armor helps reduce damage to your body in battle.

Time remaining meter shows time left in the round.

Ammunition meter shows your current weapon's ammo, and the ammo left to reload with.

Single Player

Play a single-player match to jump right into a battle with computer-controlled opponents and teammates.

TO START A SINGLE-PLAYER MATCH

1. From the Main Menu, select **Single Player**.
2. To play a match with preset rules, select **Beginner**, **Standard**, or **Professional**. Press Ⓐ to select a map.
   –or–
   To play a custom match, select **Custom**, set your match options, and then press Ⓐ to select a map.
3. Press Ⓐ to begin the match.

Battle Operations

When you begin a *Counter-Strike* match, you first select whether to join the counter-terrorist or terrorist team. You can also choose to be automatically assigned to a team or to watch the game rather than playing (see page 10).

Rounds

A *Counter-Strike* match is made up of timed rounds. The number of rounds is set by the game host. Each round represents a single attempt by terrorists and counter-terrorists to fulfill their objectives. One team usually emerges from a round with a victory. The team with the most round victories at the match's end wins the match.

Terrorists and counter-terrorists start a round at different insertion points and get freeze time to safely buy weapons and equipment for the upcoming battle. Once freeze time is up, players begin combat.

Buy Menu

The Buy Menu appears at each round's start. From it, you can buy primary weapons (rifles, heavy, and SMGs), pistols, and equipment, such as Kevlar armor. Each player starts with some cash to buy items and earns more by achieving objectives (see the back cover). To choose an item, move your left thumbstick to it and press Ⓐ.

When you select a weapon on the Buy Menu, a chart shows how that weapon compares to others in firepower, rate of fire, accuracy, and reload speed. On this chart, the first number listed for Ammo shows how much the weapon's ammo clip holds and the second shows how much ammo you can have in reserve. Under Special, you'll find capabilities used by pressing the alternate fire button.

Buy primary weapon ammo by pulling the right trigger repeatedly, and pistol ammo by pulling the left trigger repeatedly. To close the Buy Menu, press Ⓑ. To reopen it, stand in a buy zone and click the left thumbstick.

Be aware—the game's host sets a limited time period to buy gear. You cannot buy items after this time has passed.

Spectator Mode

If you are killed, you enter spectator mode, where you can observe the fight from different players' perspectives. Switch which player you watch by pressing B; switch between first-person and third-person view by pressing A. In third-person view, you can move the camera with the right thumbstick.

Scenarios

In *Counter-Strike*, you participate in two types of scenarios: hostage-rescue and demolition.

Hostage-Rescue

In hostage-rescue scenarios, the terrorist team has taken a group of civilians hostage.

- Counter-terrorists succeed by bringing all living hostages to the rescue zone or eliminating all of the terrorists.
- Terrorists succeed by preventing the hostage rescue or eliminating all of the counter-terrorists.

As a counter-terrorist, you see hostages on your radar as blinking dots. Order hostages to follow you by approaching them and pressing X. Lead hostages to the hostage-rescue zone, which is marked and shows a rescue icon on your HUD when you reach it.

Be aware—hostages are worth money. Counter-terrorists gain money for contacting and extracting hostages, and both sides lose money for injuring or killing hostages.

Demolition

In demolition scenarios, the terrorist team must infiltrate a secure location with a high-powered bomb and detonate it.

- Counter-terrorists succeed by defusing the bomb once it has been planted, preventing the terrorists from detonating the bomb until time runs out, or eliminating all of the terrorists before the bomb is planted.
- Terrorists succeed by planting the bomb at a bomb site and preventing the counter-terrorists from defusing it before it explodes, or eliminating all of the counter-terrorists.

Each round, one of the terrorist team is randomly chosen to carry the bomb. That person has a bomb icon on the HUD. Teammates see the bomb as a red dot on their radar, which blinks if the bomb is dropped. If you are at a bomb site with the bomb, plant the bomb by pressing and holding X. The bomb detonates after a delay. Evacuate before it does—the blast radius is large.

As a counter-terrorist, you must defuse the bomb if you find it has been planted. Do this by pressing and holding X while you are near and looking down at the bomb. A bomb-defuse kit speeds the process (see page 30).

Multiplayer Games

If you're ready to challenge your friends, *Counter-Strike* provides two ways to get the battle started: System Link and Xbox *Live*.

System Link

With System Link play, you can connect two Xbox® consoles that are physically linked with an Xbox System Link cable, or up to 16 Xbox consoles using an Ethernet hub and standard Ethernet cables plugged into a 10Base-T or 100Base-TX network. For more information on how to do this, see your Xbox Instruction Manual.

TO CREATE AND HOST A SYSTEM LINK MATCH

1. From the Main Menu, select **System Link,** and then select **Host a Match**.
2. Select your match options, including whether you want to host a dedicated server, and press Ⓐ.
3. Select the map you want to play from the list, and press Ⓐ to begin the match.

When hosting either a System Link or Xbox *Live* match, you can set up a dedicated server. If you do, you can have up to 16 players in your match. However, if you set up a dedicated server you cannot join the game as a player on your own Xbox.

Without a dedicated server, you can have fewer players. However, you can join the game on your own Xbox.

TO JOIN A SYSTEM LINK MATCH

1. From the Main Menu, select **System Link**, and then select **Join a Match**.
2. From the list, select the match you want to play, and then press Ⓐ.

Xbox *Live*

Take *Counter-Strike* Beyond the Box

The world is your battlefield with Xbox *Live*—a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, and join or host *Counter-Strike* matches where you and your friends can play and talk in real time. You can also check statistics on your operations to see how you stack up against other elite players online.

Downloadable *Counter-Strike* Content

If you are an Xbox *Live* subscriber, you can download the latest content, such as new maps, to your Xbox console.

Connecting

Before you can play *Counter-Strike* online, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see ***www.xbox.com/connect***.

Signing In

To get connected, select Xbox *Live* from the Main Menu. Select or create a new Xbox *Live* account. Once you have an account selected, press Ⓐ to enter your account pass code and reach the Xbox *Live* Menu.

Using Xbox *Live*

From the Xbox *Live* Menu, you can join or host matches, manage your Friends List, download new content, and track your progress with worldwide leaderboards (scoreboards). Press Ⓑ to return to the Main Menu but remain signed in to receive game invites.

Play on Xbox Live

Find and join a game with Quick Match or OptiMatch™, or host your own game.

Friends List

Change your Friend settings—for example, remove a Friend.

Recent Players List

Access a list of players you've recently played with, to leave feedback or add new Friends.

Leaderboards

Find out how you stack up against other *Counter-Strike* players around the globe.

Download Content

Download the latest content updates for *Counter-Strike*.

Sign Out

Sign out of Xbox *Live* and return to the Main Menu.

Playing Quick Match

If you want instant action, Quick Match finds and places you in a game immediately.

TO USE QUICK MATCH TO JOIN A GAME

- From the Xbox *Live* Menu, select **Play on Xbox Live**, and then select **Quick Match**.

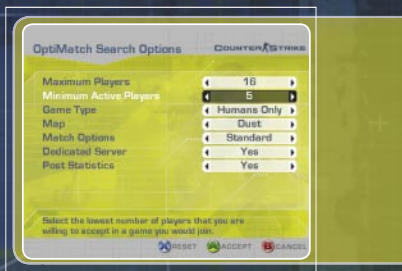
You automatically join the first available game with an acceptable connection speed.

Using OptiMatch

If you want to specify search criteria for the type of game you want to join, use OptiMatch.

TO USE OPTIMATCH TO JOIN A MATCH

1. From the Xbox *Live* Menu, select **Play on Xbox Live**.
2. Select **OptiMatch**. The screen shown below appears.
3. Select the options you want the match to have, and press Ⓐ. The screen displays the games that most closely match the options you selected.
4. Select the game you want to join, and press Ⓐ to begin the game.
   –or–
   Press Ⓧ to search again.
   –or–
   Press Ⓨ to create and host a match of your own. For more on hosting on Xbox *Live*, see page 16.


OptiMatch Search Options
COUNTER-STRIKE
Maximum Players 16
Minimum Active Players 5
Game Type Humans Only
Map Dust
Match Options Standard
Dedicated Server Yes
Post Statistics Yes
Select the lowest number of players that you are willing to accept in a game you would join.
RESET ACCEPT CANCEL

Hosting Your Own Match on Xbox *Live*

When you want to play by your own rules, start and host a match of your own on Xbox *Live*.

TO CREATE AND HOST A MATCH ON XBOX *LIVE*

1. From the Xbox *Live* Menu, select **Play on Xbox Live**.
2. Select **Host a Match**.
3. Select your match options, including whether you want to host a dedicated server, and press Ⓐ.
4. Select the map you want to play, and press Ⓐ.

For more information on hosting a dedicated server, see page 12.

Keeping Track of Your Friends

Your Friends List can contain up to 100 other gamers who you have designated as Friends. With the Friends List, you can check on your Friends, invite them to join your game, and accept invitations to their games. Each Friend is listed with a pair of icons, showing their voice and Friend status.

Xbox *Live* Friends List Icons			
	Voice on		Voice muted
	Voice through TV speakers		Friend is online
	Friend request sent		Friend request received
	Game invitation sent		Game invitation received

Friends can be added either during a game or from the Recent Players List on the Xbox *Live* Menu. To add a Friend, send a request. Players who accept your requests are added to your Friends List, and you are added to theirs.

TO ADD A FRIEND DURING A MATCH

1. During a multiplayer match, press START.
2. From the In-Game Menu, select **Players List**.
3. Select the player you want to add to your Friends List, and press Ⓐ.
4. Select **Send Friend Request** to send the request and return to the In-Game Menu.

TO ADD A FRIEND YOU'VE RECENTLY PLAYED AGAINST

1. From the Xbox *Live* Menu, select **Recent Players List**.
2. Select the player you want to add to your Friends List, and press Ⓐ.
3. Select **Send Friend Request** to send the request and return to the Recent Players List.

Inviting Friends to a Game

When the firefight gets tough, call for backup. Send game invitations to your Friends from your Friends List.

TO INVITE A FRIEND TO YOUR MATCH

1. During a match, press START.
2. From the In-Game Menu, select **Friends List**.
3. Select a Friend, and press Ⓐ.
4. Select **Invite Friend to Game**, and press Ⓐ to send a game invitation and return to the In-Game Menu.

Using the Leaderboards

There are the grunts, and then there are the elite. Do you stack up? Leaderboards help you figure out which terrorists and counter-terrorists are the best of the best.

The leaderboard display can be customized to your personal preferences—choose from viewing your ranking among your Friends, the Xbox *Live* community, or your single-player profiles. Leaderboard displays can also be customized to only show statistics over the last week or month, or overall statistics.

TO FIND OUT YOUR RANKING ON THE LEADERBOARDS

1. From the Xbox *Live* Menu, select **Leaderboards**.
2. Select your leaderboard display options, and press Ⓐ to see the leaderboards.
3. Press Ⓧ to find your ranking in the list.

Weapons and Gear

Counter-terrorists and terrorists alike have numerous weapons and piles of gear to choose from. These include a primary and a secondary weapon as well as other equipment necessary for success.

For a tutorial on purchasing weapons, see the in-game training. For more information on the Buy Menu, see page 9.

Abbreviation or term	Meaning
ACP	Automatic Colt Pistol; type of cartridge
ACTION EXPRESS	type of cartridge
FPS	feet per second
G	grams
G/PEL	grams per pellet, for pellets in a shotgun shell
LAPUA MAG	Lapua Magnum; type of cartridge
MM	millimeter
N/A	not applicable
NATO	North Atlantic Treaty Organization; type of cartridge
PARABELLUM	type of cartridge
RPM	rounds per minute
SIG	Schweizerische Industrie-Gesellschaft; type of cartridge
WT	weight

WEAPONS KEY

- SHARED
- COUNTER-TERRORIST ONLY
- TERRORIST ONLY

Primary Weapons

Primary weapons include submachine guns (SMGs), rifles, and heavy weapons (shotguns, machine guns, and the ballistic shield). The following information should help you decide what to use.

SMGs

ES C90	$2350	Belgium	
CALIBER	5.7X28 MM	PROJECTILE WT	2 G
CLIP CAPACITY	50 ROUNDS	MUZZLE VELOCITY	2345 FPS
RATE OF FIRE	900 RPM	MUZZLE ENERGY	465 JOULES

The ES C90 touts average accuracy but a high rate of fire. Its 50-round clip allows a 20-round or greater advantage over most enemies. That can make all the difference in the world.

K&M UMP45	$1700	Germany	
CALIBER	.45 ACP	PROJECTILE WT	15.2 G
CLIP CAPACITY	25 ROUNDS	MUZZLE VELOCITY	1005 FPS
RATE OF FIRE	600 RPM	MUZZLE ENERGY	625 JOULES

A rugged SMG, the K&M UMP45 delivers a powerful punch for quick target takedowns but fires slowly and has a smaller clip than other SMGs.

K&M SMG	$1500	Germany	
CALIBER	9 MM PARABELLUM	PROJECTILE WT	8 G
CLIP CAPACITY	30 ROUNDS	MUZZLE VELOCITY	1132 FPS
RATE OF FIRE	800 RPM	MUZZLE ENERGY	637 JOULES

A reliable, accurate close-quarters weapon, the K&M Sub-machinegun has a high degree of accuracy, a quick reload time, and a fast rate of fire.

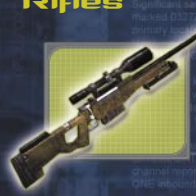
Schmidt MP	$1250	Austria	
CALIBER	9 MM PARABELLUM	PROJECTILE WT	8 G
CLIP CAPACITY	30 ROUNDS	MUZZLE VELOCITY	1280 FPS
RATE OF FIRE	857 RPM	MUZZLE ENERGY	606 JOULES

Favored by close-quarters counter-terrorist operators, the Schmidt Machine Pistol is fitted with a silencer to maintain a stealthy profile and has a high rate of fire to shred close-up targets.

Mac-10	$1400	USA	
CALIBER	.45 ACP	PROJECTILE WT	15.2 G
CLIP CAPACITY	30 ROUNDS	MUZZLE VELOCITY	919 FPS
RATE OF FIRE	857 RPM	MUZZLE ENERGY	584 JOULES

A powerful but inaccurate weapon, the Ingram Mac-10 is suited for close quarters, where its large-caliber round can hit its mark. The price makes it a popular terrorist weapon.

Rifles



Magnum	$4750	UK	
CALIBER	.338 LAPUA MAG	PROJECTILE WT	16.2 G
CLIP CAPACITY	10 ROUNDS	MUZZLE VELOCITY	3000 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	7000 JOULES

Regarded as the ultimate sniper's weapon, the Magnum Sniper Rifle delivers a round able to take down targets in a single shot. Press the alternate fire button to zoom in with your scope before firing.

Schmidt	$2750	Austria	
CALIBER	7.62 MM NATO	PROJECTILE WT	8 G
CLIP CAPACITY	10 ROUNDS	MUZZLE VELOCITY	2800 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	2200 JOULES

For a mobile, cost-effective sniper weapon, the Schmidt Scout is the preferred choice. Press the alternate fire button to zoom in on the target's head for the most effective takedown.

5.56	$2250	France	
CALIBER	5.56 MM NATO	PROJECTILE WT	4 G
CLIP CAPACITY	25 ROUNDS	MUZZLE VELOCITY	2212 FPS
RATE OF FIRE	1100 RPM	MUZZLE ENERGY	1712 JOULES

Available only to counter-terrorists, the Clarion 5.56 rifle is equipped with a burst-fire selector, accessed by the alternate fire button, which can help conserve ammunition.

Bullpup	$3500	Austria	
CALIBER	5.56 MM NATO	PROJECTILE WT	4 G
CLIP CAPACITY	30 ROUNDS	MUZZLE VELOCITY	2900 FPS
RATE OF FIRE	727 RPM	MUZZLE ENERGY	1570 JOULES

A favored counter-terrorist rifle, the Bullpup is equipped with a compact scope to aid in long-range shots. Press the alternate fire button to zoom in and take precision shots.

COUNTER-TERRORIST ONLY
TERRORIST ONLY
SHARED

Krieg 550	$4200	Switzerland	
CALIBER	7.62 MM NATO	PROJECTILE WT	8 G
CLIP CAPACITY	20 ROUNDS	MUZZLE VELOCITY	2800 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	2200 JOULES

A semiautomatic sniper weapon, the Krieg 550 Commando can deliver rapid long-range fire but has the disadvantage of being inaccurate. Press the alternate fire button to zoom in with your scope.

M4A1	$3100	USA	
CALIBER	5.56 MM NATO	PROJECTILE WT	4 G
CLIP CAPACITY	30 ROUNDS	MUZZLE VELOCITY	2900 FPS
RATE OF FIRE	685 RPM	MUZZLE ENERGY	1570 JOULES

A compact and deadly battle rifle, the Maverick M4A1 Carbine is considered the best overall counter-terrorist weapon. For stealth work, pressing the alternate fire button attaches a silencer.

CV-47	$2500	Russia	
CALIBER	7.62 MM NATO	PROJECTILE WT	7.9 G
CLIP CAPACITY	30 ROUNDS	MUZZLE VELOCITY	2329 FPS
RATE OF FIRE	600 RPM	MUZZLE ENERGY	1992 JOULES

The ubiquitous terrorist rifle, the CV-47 packs a devastating punch but can be hard to control beyond a few fully automatic shots. Crouch when firing to get the best results.

D3/AU-1	$5000	Germany	
CALIBER	7.62 MM NATO	PROJECTILE WT	8 G
CLIP CAPACITY	20 ROUNDS	MUZZLE VELOCITY	2800 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	2200 JOULES

An advanced precision weapon, the D3/AU-1 Semi-Auto Sniper Rifle takes a steady aim and more than one hit on targets to take them down. Pressing the alternate fire button activates the scope.

Defender	$2000	Israel	
CALIBER	5.56 MM NATO	PROJECTILE WT	4 G
CLIP CAPACITY	35 ROUNDS	MUZZLE VELOCITY	2013 FPS
RATE OF FIRE	675 RPM	MUZZLE ENERGY	1712 JOULES

A cheap and durable rifle, the Defender can deliver accurate fire, but only in short bursts. Crouching and firing slowly and deliberately is recommended when using this weapon.

Krieg 552	$3500	Switzerland	
CALIBER	5.56 MM NATO	PROJECTILE WT	4 G
CLIP CAPACITY	30 ROUNDS	MUZZLE VELOCITY	2900 FPS
RATE OF FIRE	727 RPM	MUZZLE ENERGY	1570 JOULES

A versatile infantry weapon equipped with a compact scope, the Krieg 552 Commando is considered the best overall terrorist rifle. Use the scope by pressing the alternate fire button.

COUNTER-TERRORIST ONLY

TERRORIST ONLY

SHARED

Heavy

12 Gauge	$1700	Italy	
CALIBER	12 GAUGE	PROJECTILE WT	3.8 G/PEL
CLIP CAPACITY	8 ROUNDS	MUZZLE VELOCITY	1250 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	2429 JOULES

The Leone 12 Gauge Super shotgun delivers a tremendous knockdown at close range, though its pump action makes it slow.

Auto Shotgun	$3000	Italy	
CALIBER	12 GAUGE	PROJECTILE WT	3.8 G/PEL
CLIP CAPACITY	7 ROUNDS	MUZZLE VELOCITY	1250 FPS
RATE OF FIRE	400 RPM	MUZZLE ENERGY	2429 JOULES

A gas-operated gun, the Leone YG1265 Auto Shotgun automatically cocks between shots, providing close-range punch with a fast firing rate. It depletes ammo quickly; reload often.

ES M249	$5750	Belgium	
CALIBER	5.56 MM PARABELLUM	PROJECTILE WT	4 G
CLIP CAPACITY	100 ROUNDS	MUZZLE VELOCITY	3000 FPS
RATE OF FIRE	600 RPM	MUZZLE ENERGY	1600 JOULES

A belt-fed machine gun, the ES M249 Para can lay down a spray of deadly fire, holding 100 rounds per clip. Extended fire with the weapon tends to be inaccurate, however.

Ballistic Shield	$2200		
CALIBER	5.7X28 MM	PROJECTILE WT	2 G
CLIP CAPACITY	20 ROUNDS	MUZZLE VELOCITY	2345 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	465 JOULES

Counter-terrorists can purchase the ballistic shield, which is combined with the ES Five-Seven pistol and deployed by pressing the alternate fire button. The shield's bulk prohibits the use of another primary or secondary weapon. Its chart on screen and table above show information for the Five-Seven pistol.

Secondary Weapons

Secondary weapons include all the different pistols.

228	$600	Switzerland/Germany	
CALIBER	.357 SIG	PROJECTILE WT	8.1 G
CLIP CAPACITY	13 ROUNDS	MUZZLE VELOCITY	1400 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	600 JOULES

The 228 Compact is a rugged backup weapon. Chambered for a high-powered round, the 228 can quickly take down targets at close range but cannot deliver precise fire.

9x19 mm	$400	Austria	
CALIBER	9 MM PARABELLUM	PROJECTILE WT	8 G
CLIP CAPACITY	20 ROUNDS	MUZZLE VELOCITY	1132 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	475 JOULES

A compact pistol with an advantage, the 9x19 mm Sidearm shifts from semiautomatic to a deadly three-round burst mode when you press the alternate fire button.

COUNTER-TERRORIST ONLY

TERRORIST ONLY

SHARED

K&M .45	$500	Germany	
CALIBER	.45 ACP	PROJECTILE WT	15.2 G
CLIP CAPACITY	12 ROUNDS	MUZZLE VELOCITY	886 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	553 JOULES

A reliable backup weapon, the K&M .45 Tactical pistol comes with a detachable silencer for quiet takedowns. Press the alternate fire button to attach it.

Night Hawk	$650	Israel	
CALIBER	.50 ACTION EXPRESS	PROJECTILE WT	19.4 G
CLIP CAPACITY	7 ROUNDS	MUZZLE VELOCITY	1380 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	1650 JOULES

An intimidating weapon, the Night Hawk .50C fires a half-inch slug that can penetrate walls much as rifle rounds do. Low clip capacity makes it a last-ditch weapon.

Five-Seven		$750	Belgium
CALIBER	5.7X28 MM	PROJECTILE WT	2 G
CLIP CAPACITY	20 ROUNDS	MUZZLE VELOCITY	2345 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	465 JOULES

Available only to counter-terrorist forces, the ES Five-Seven is a formidable handheld weapon, holding 20 rounds and capable of devastatingly accurate shots.

.40 Dual	$1000	Italy	
CALIBER	9 MM PARABELLUM	PROJECTILE WT	8 G
CLIP CAPACITY	15 ROUNDS	MUZZLE VELOCITY	1280 FPS
RATE OF FIRE	N/A	MUZZLE ENERGY	606 JOULES

The .40 Dual Elites make a lethal pair of pistols for any terrorist. The two guns hold an impressive round count together but take time to reload, often requiring cover.

Melee Weapon

The only melee weapon is the knife—but every operator, terrorist or counter-terrorist, has one by default. Far from inadequate, it can be used to slash, or by pressing the alternate fire button it can be used to stab deeply.

Equipment

Your equipment includes grenades and other tools you'll need to complete your objectives.

Flashbang Grenade	$200

The flashbang is used to temporarily blind and deafen targets and is often used in hostage rescue. Don't look at it when it goes off, or you may be blinded yourself.

High-Explosive Grenade	$300

The high-explosive grenade causes damage in a wide radius, and it can damage you if you stray too close when it goes off. Get distance between yourself and one of these.

COUNTER-TERRORIST ONLY

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Smoke Grenade $300

A smoke grenade is a slow-burning distraction device, designed to produce a screen of smoke to mask a team's position. Such a grenade is best used when moving from one location to another.

Kevlar $650

Kevlar is a high-strength woven material that can help reduce damage from bullets. This Kevlar vest, which covers the torso, is considered an essential item to survival on the field.

Kevlar Vest and Ballistic Helmet $1000

In order to further protect yourself in a firefight, you can buy a Kevlar vest and ballistic helmet, which will aid in protecting both your torso and your head.

Bomb-Defuse Kit $200

All counter-terrorists are trained in defusing bombs, but this kit can cut down the time needed to defuse a bomb considerably. Many teams consider this item essential on defuse operations.

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Xbox Product Registration
Microsoft Corporation
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Redmond, WA 98052-9953 USA

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- In the U.S., call 1-900-933-TIPS. $1.40 per minute.
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- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.
- In Colombia, call 01-800-912-1830.

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For more information, visit us on the Web at ***www.xbox.com***

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